

PANTIES OF LEGEND



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THE POWER TO CHANGE THE WORLD IS IN YOUR PANTIES

YOU are a regular, panty-wearing slob like the rest of us. You have exactly three layers – the same number as everybody else, and nearly half as many as a burrito. You've got a few distinguishing *Features* that make you stand out, one or two *Fetishes* that occasionally make you spout comical nosebleeds, and a *Big Dream* in your heart. You live a normal, boring life, but this roleplaying game isn't about that. That would be stupid. It's about the way your life changes when you don the *Panties of Legend*.

THE PANTIES OF LEGEND are mysterious underwear of unknown origin. Only a handful of the panties are known to exist (and if the phrase "handful of the panties" excites you, you're playing the right game). When you sublimate sexual urges, your panties charge up like an overwrought metaphor for burgeoning sexuality, granting you superhuman *Powers*. Nothing can stop you when your panties are magical... except for your *Rivals*.

YOUR RIVALS wear the other Panties of Legend. Despite their rarity, Panties of Legend probably belong to all your best friends and worst enemies at work or school. Go figure. When a Rival is near, you feel a tingle in your panties. Don't be confused; that's your body's natural way of telling you to defeat your Rivals and increase your magical powers. The only way to safely gain *Panty Power* is to make other Panties of Legend explode.

PANTIES OF LEGEND GAIN POWER WHEN YOU'RE TURNED ON, BUT EXPLODE WHEN THEY'RE OVERCHARGED. Nearby Panties of Legend will absorb their strength, increasing their own energy capacity so that they can hold more Panty Power before exploding. Your Rivals, friend or foe, would love to make your panties explode, robbing you of your Powers to increase their own. In Panties of Legend, sexuality is a potent cocktail of power and fear, obsession and shame. You may want to set your campaign in Japan!

Panties of Legend is a dumb riff on the **Panty Explosion** RPG by Jake Richmond and Matt Schlotte: specifically, a riff inspired by Episode 56 of **System Mastery** (systemmasterypodcast.com). It is released under Creative Commons Attribution Non-commercial ShareAlike License 4.0. The cover art incorporates an edited reference image of Danny Choo's Mirai Suenaga, used under a Creative Commons license. Find more Mirai at dannychoo.com/en/post/1587/Mirai+Suenaga.html. The background pattern for the cover and the section headings is "Skulls" by Adam and is from subtlepatterns.com. The panties in the heading banners are adapted from Creative Commons illustrations by Gr8white and moyogo. Find the original images at http://commons.wikimedia.org/wiki/File:Panties_styles_-_en.svg.

HOW TO PLAY THE GAME

Anything you can do in **Panties of Legend** boils down to three action types: **DO A RANDOM TASK**, **BEAT/HARM/FORCE SOMEONE**, or **MAKE PANTIES EXPLODE**. To take any of these actions, roll one dark and one light d6. Subtract the dark die from the light die (DO NOT subtract the light die from the dark die, as this will cause your campaign to run backward). Then, follow the rules for your action type about what to add or subtract, whether you succeed, etc. If you fail, you suffer a setback or a Panty Shot.

THE THREE ACTION TYPES

TO DO A RANDOM TASK, like climbing a rope in gym class, riding a mechanical bull, or crushing a watermelon between your thighs, roll the dice. If any of your Features can help you, add 1. If your Powers can help you, add Panty Power as well. You succeed if you roll *equal to or over* a Difficulty set by the GM. The Difficulties range from -4 (Incredibly Easy) to 5 (Incredible Difficult), with 0 (Standard) right in the middle. If you succeed at a random task, you describe your success. That's it. You *crush* that watermelon, sister.

Don't use this action when there's another character opposing you. Instead, use the next option:

TO BEAT, HARM, OR FORCE SOMEONE, roll the dice. If any of your Features can help you, add 1. If your Powers can help you, add Panty Power as well. You succeed if you roll *equal to or over* your opponent's Panty Power. If your opponent has a Feature that can help defend against your action, subtract 1 from your roll.

If you succeed, describe your success. Your opponent gains 1 Awkwardness and you reduce your Awkwardness by 1 (to a minimum of 0). Remember: *only* shaming others can make you feel better about yourself.

You can't kill, maim, or permanently incapacitate anyone with Panty Power higher than 0. Even magical underpants running on panty fumes can protect the wearer from death & mutilation. On the other hand, feel free to casually slaughter losers who aren't wearing Panties of Legend. You are a PC, and you are the boss of them.

TO MAKE PANTIES EXPLODE by provoking dirty sex thoughts in a Rival, roll the dice and add your Awkwardness. If any of your Features can help you, *subtract* 1. Panty Power can't help you with this action. You succeed if you roll *under* your opponent's Panty Power.

If you succeed, describe what happens to turn your target on. If it matches one of the target's

Fetishes, the target gains 1 Panty Power. If not, the target gets a new Fetish of your choice instead. If your target's Panty Power increases above its maximum, the target's panties explode (see below). Don't bother rolling to turn on characters without Panties of Legend. Who cares about them?

Remember that you, the filthy-minded player, can roll to make sexy things happen even if your character is sexless, frigid, or naive; e.g., if your target has a fetish for librarians, you could roll for a librarian to show up and shush your PC, pushing a Rival's panties toward critical mass.

CONSEQUENCES OF FAILURE

Whenever you fail at an action, choose between a setback and a Panty Shot.

WHEN YOU SUFFER A SETBACK, you gain 1 Awkwardness and the player who last suffered a Panty Shot describes your failure. If no one has suffered a Panty Shot yet, description duty defaults to the GM.

WHEN YOU SUFFER A PANTY SHOT, you fail so badly that you expose your panties, bringing dishonor upon yourself and your family. The last player to suffer a Panty Shot describes your failure and subsequent display of underpants. Description duty defaults to the GM if no one has suffered a Panty Shot yet. Any players who want to can transfer 1 point of their Awkwardness to you; the more points you gain, the more humiliating your Panty Shot should be. You can't make any more rolls until the scene ends or someone else suffers a Panty Shot. You can still describe your characters' behavior, but can't actually take actions. The upside? You now describe other PCs' failures until the next time someone suffers a Panty Shot. Make those bitches suffer.

PANTY LAW

THOU SHALT WEAR THINE PANTIES: If you remove your panties, your Panty Power drops to 0. You've got to wear them *as* panties, too, not on your head or whatever. And don't worry; they're self-cleaning, so you can wear the same pair every day. You're living the dream.

THOU SHALT LET THINE PANTIES BREATHE: Wearing clothing under your panties blocks their Panty Power; they don't work when stifled. For the same reason, you can't wear anything that completely encloses them, like pants or bike shorts. Anything that would prevent a Panty Shot also prevents your Panty Power from working.

THOU SHALT NOT JAILBREAK THINE PANTIES: Panties of Legend resist modification. You can't dye them, rip them up, turn them into another kind of garment, sew armor into them, or otherwise circumvent the game's premise. It's a panty game. Everybody wears panties.

WHEN PANTIES EXPLODE

When your Panty Power exceeds your Max Panty Power, your panties explode, bringing your story to its climax. Roll on the following chart to determine your final fate.

1	Fatal Panty Failure
Your panties explode violently. You will die, whether in a sudden conflagration of flame and lacey tatters or from a creeping case of irradiated nethers. Describe your death before the end of next scene. When you die, you can transfer your panty energy to a Rival by touching his or her face Spock-style just before you go. If you do, raise the Rival's Max Panty Power by 1. If you don't, your energy is wasted, just like the awesome powers that you let slip through your stupid loins.	
2	Panties No More!
Your panties explode dramatically, but you live on. You suffer a final Panty Shot as your panties explode, leaving you with no Powers and Panty Power 0. All Rivals who are present for the explosion increase their Max Panty Power by 1.	
3	Panty Polarity Reversal
Your exploding panties switch polarity with a Rival's panties. Continue play with no Powers and Panty Power 0. Your personality shifts to match another PC's panty color, and vice versa. That PC's Max Panty Power increases by 1.	
4	Rampage
Instead of exploding right away, your panties enter unstable overdrive. Your Max Panty Power rises by the number of PCs, but you go on a rampage. Maybe you're possessed by the demonic forces that fuel your panties, maybe you go mad and try to take over the world, or maybe your panties just start blasting out of control like a laser firehose. You're now a menace, and the other PC's must confront you in the next scene to force your panties to explode. If they succeed, you die in a blaze of panty that increases each PCs' Max Panty Power by 1. If they fail, it's Bad End all around; narrate your sinister victory.	
5	Go Commando
You steer your panties to a safe, controlled detonation; you can increase every other PC's Max Panty Power by 1, or trigger a panty <i>implosion</i> to avoid increasing their power if you're bitter and jaded. You lose your Powers, but the experience you've gained while wearing Panties of Legend makes you a badass even without them. Drop your Panty Power to 0 and gain the Commando Feature.	
6	Transcendence
You slip the surly bonds of Earth and touch the panties of God. When your panties explode, you achieve divinity or Instrumentality or whatever the hell. For the rest of the scene, describe the result of all rolls, regardless of who would normally describe them. You can go as crazy with the descriptions as you like, but you're still bound by the rolled results. At the end of the scene, you go to be godlike somewhere else, and the radiance of your exploding panties raises all of the other PCs' Max Panty Power by 1.	



PERSONAL TRAITS

First, give your character a human name (such as Jennifer, Guillermo, or Bulma). Then, give your character some traits:

FEATURES

Write down the three most interesting things about your character – skills, physical traits, equipment, whatever. Each one is a Feature. When you make a roll, improve the result by 1 if you have at least one relevant Feature.

If your character has more than three interesting qualities, she's too good for this game. Start over.

There's one special Feature: *Commando*. It means you're a badass with no superpowers. You can't wear Panties of Legend. However, others can't kill, maim or permanently incapacitate you by succeeding at a Beat/Harm/Force roll, as you're too cool and gravelly-voiced. Starting characters can't take the Commando Feature. Use it for NPCs and the occasional PC who survives a panty explosion.

FETISHES

Your character, however straight-laced, has one or two Fetishes that charge her panties with cosmic power (if you know what I mean). When you run into situations that match your Fetishes, you may gain Panty Power, increasing your powers but pushing your panties closer to explosion. Your panty color, chosen later, will offer advice on Big Dream and Fetishes.

BIG DREAM

Write down your dearest wish. This should be a life goal, not something you expect to accomplish right away. You may want to keep this secret, because your fellow player characters are monsters who eat dreams and shit nightmares. If you end a session as the only PC with Panty Power above 0, the campaign ends and you describe achieving your Big Dream in an epilogue.

STARTING SCORES

You start with **Awkwardness** 1, **Panty Power** 1, and **Max Panty Power** 10.

PANTY CREATION

As we all know from terrible anime, the most important aspect of any character is panties. Assign your Panties of Legend a **Color**, which matches your personality, and **Material**, which determines your **Powers**.

COLOR

BLACK – THE SOPHISTICATE

You are elegant and sophisticated. Well, not *you* – you're playing this game, and are presumably a pervert. But your *character* is real classy. You may have Fetishes for the forbidden, the finer things in life, or innocents who remind you of your white-panty days. Your Big Dream is probably something mature, like becoming a CEO or finding your childhood sled. That's right: Charles Foster Kane CONFIRMED for black panties.

Strengths: Don't Need No Man, Intelligent, Intriguing, Mature

Weaknesses: Jaded, Materialistic, Secretly A Little Bit Sad

PINK – THE GIRLY-GIRL

You wear pink – by international convention, the color of feminine cuteness. Your favorite animals include unicorns, dolphins, and non-threatening boys. You may have Fetishes for cute or romantic stuff, or you may be looking for a musky yang to your floral yin: big muscles, sports stars, cowboy boots, etc. Your Big Dream is probably something juvenile and femmy, like living in a teddy bear factory, owning a stable of adorable ponies, or going to the school dance with some creamy-skinned teen idol.

Strengths: Cheerful, Energetic, Unaccountably High Self-Esteem

Weaknesses: Immature, Moody, Secretly a Little Bit Sad, Simple

RAINBOW - THE WEIRDO

You're a strange duck. You don't fit in, you've got weird hobbies, and people don't like sitting next to you on the bus. Your Fetishes are probably weird, but in an inexplicable way, not a shocking way: maybe you're into sexy cars or aliens, or maybe you're just a furry. Your Big Dream is probably ridiculous and borderline impossible, like growing your hair past your feet, becoming a celebrity clog-dancer, or catching Bigfoot.

Strengths: Creative, Determined, Independent, Unpredictable

Weaknesses: Deluded, Obsessive, Secretly a Little Bit Sad, Unpopular

RED - THE WILD ONE

You're outgoing, flamboyant, and scandalous. You may or may not be promiscuous, but you're certainly not shy; your sexuality, whatever its nature, is visible from space. In high school, you were voted "Most Likely to Expose Panties." You ran on your record. Your Fetishes tend toward the extreme and taboo. Your Big Dream may be something adventurous and glamorous, like musical stardom, or you may just want a life of debauchery.

Strengths: Attractive, Bold, Experienced, Free to Eat Spaghetti in Underwear with Impunity

Weaknesses: Hedonistic, Lewd, Reckless, Secretly a Little Bit Sad

WHITE - THE INNOCENT

You're straightforward and innocent. You probably don't even know that panties are *available* in other colors. If this were a hentai computer game, you'd be the childhood friend whom the protagonist falls in love with after sowing his wild oats all over the faces of every other female in the prefecture. Your Fetishes probably tend toward the simple and romantic, though you might have one weird one that makes you blush. Your Big Dream is probably true love, a way to pay for your grandpa's hospital bills, or something equally dull.

Strengths: Gentle, Good-hearted, Innocent, Well-liked

Weaknesses: Bland, Diffident, Easily-scandalized, Secretly a Little Bit Sad

MATERIAL

Panties of Legend grant superhuman abilities of different types depending upon their material; cotton panties grant psychic and technological powers, for example, while satin panties give you the power to command flunkies. Each material grants a Basic Power, plus one more Power for every point of Panty Power you have. Whenever you gain Panty Power, you can choose or invent a new Power.

Most Powers have no specific rules. Instead, you use your Powers to justify adding your Panty Power to your roll when you Do a Random Task or Beat/Harm/Force Someone. You make the final decision about what your Powers do and when they apply. The rest of the players have no recourse but scorn.

COTTON

Cotton panties aren't flashy. They're the underwear of the nerd, the awkward loner, the everywoman. Appropriately, their Powers are all about technology and intellect – the weapons of the quiet kid who won't change with the other students in P.E.

Basic Power: You can use any technology, however advanced, just by tapping away at its keyboard or touchscreen like you're wildly tickling a mechanical armpit.

Powers: *Build Superscience Gadgets · Cybernetic Parts · Enter Cyberspace (It's the 90's! Walk around in the Internet like Lawnmower Man!) · High-tech Fortress · Godmode (you're good at all normal skills, from chess to dancing to carpentry) · Laser Blast! · Liquid Adamantine Body · Mental Machine Control · Mind-reading · Panty Scan (scan Panties of Legend for their powers and other traits) · Space Travel · Summon Mecha · Telekinesis*

LACE

Your sensitive, emotional nature has attracted a delicate pair of lace Panties of Legend, which enhance your natural, dewy-eyed empathy to shoujo manga levels. Yours are the gifts of inspiration, intuition, and emotion – if your panties were a social media platform, they would be Tumblr.

Basic Powers: All living things can intuit your true nature. Obviously, this power is useful if you're trustworthy and pure. Remorseless psychopaths may find it to be more of a mixed blessing.

Powers: *Empathy* · *Intuition (trust in the Heart of the Panties!)* · *Panties Assemble! (teleport all the PC's to your location)* · *Panty Shield (counteracts Rivals' attacks)* · *Pet of Legend (a noble beast like a dragon or unicorn serves you despite being, in all probability, a better character than you are)* · *Protagonist Beam Cannon (a giant, story-arc ending attack that requires all the other PCs to emotionally support you while you hog the spotlight)* · *Rejuvenation* · *Some Kind of Shitty Non-attack that Nobody Really Knows What It's For* · *Soul Blaze (this flare of spirit energy not only kills people, but also proves your moral superiority)* · *Weaponized Feelings*

SATIN

Black magic panties: they're neither a myth nor a mere ska band. Satin Panties of Legend like yours offer a shortcut to magical power, though it isn't necessarily evil. Rather than commanding natural forces and Generic Glow Energy the way conventional magic does, black magic directly commands sapient creatures (and it's a good thing you've got minions to do your heavy lifting, because satin panties don't breathe worth a damn).

Yes, I know that satin is not a fabric. It's a weave. The *spookiest* weave.

Basic Power: If you suffer a Panty Shot while commanding minions, you can roll 1d6. On a 4+, your minions retry the action you failed; if they succeed, the effects of the Panty Shot end and you can act freely. If you roll a 1-3, your minions break free of your control. They attack you and/or bystanders, depending on what kind of monsters you've been unleashing to solve your stupid teen problems. Worse yet, your minions use your Panty Power to take actions. If you don't want to risk your minions getting loose, you can decline to use this power.

Powers: *Animate Objects (non-panty objects, but nice try)* · *Channel the Monstrous Form (you channel physical features of a supernatural creature)* · *Channel the Sexy Form (but you revert to your normal form if you remove your panties; oh, the tragic irony!)* · *Curse!* · *Dimensional Gate* · *Divination* · *Familiar* · *Fearsome Illusion* · *Irresistable Charm* · *Raise Undead* · *Summon Monster Minions (of a type appropriate to your panty color)*

SILK

Whether through good old sorcery or some kind of pseudo-science bullshit about "particles," you and your silk Panties of Legend command the elemental forces, plus the fabled fifth element: Generic Glow Energy.

Basic Power: The Glow Energy is strong with this one. You can voluntarily suffer a Panty Shot once per session to reveal the splendor of your panties, temporarily blinding anyone whose eyes aren't shielded.

Powers: *Bind Unnatural Creatures · Command Element (Air, Earth, Fire or Water) · Fast Travel (instant mystical travel to anywhere, as long as the GM doesn't care whether you go there or not) · Flight · Generic Glow Energy Constructs (you know, like Green Lantern) · Grant Luck · Magical Circle against Magical Shenanigans · Nature Sense (extend your consciousness into the environment and draw on the wisdom of nature; your panties must maintain direct contact with the Earth) · Sense the Supernatural*

SOME KIND OF SYNTHETIC? IT WICKS MOISTURE, I KNOW THAT

You wear the sweat-wicking panties of a champion, which make you a physical powerhouse and a deadly fighting machine.

Basic Powers: You're superhumanly tough and agile, and you're skilled with all weapons, however improbable.

Powers: *Catch Bullets · Danger Sense · Flight · Healing Factor · Ki Blast · Machine Gun Arms · Ninjitsu (which you can use for anything) · Physical Invulnerability · Summon Flaming Whip · Super-speed · Sword Arms · The Complete Moveset of Any One Fighting Game Character*



THE LIGHTNING ROUND

What Is a Roleplaying Game? I direct you to Google, where you can find a million identical RPG introductions on this topic.

What Is the GM For? GM stands for Game Master. The Game Master learns the rules, plays all of the loser Non-Player Characters in the game, and keeps some semblance of a story moving until the players inevitably devolve into messing with one another. If the group's good at improv and keeping the story moving, you can play this game without a GM, you swingin' jazz cats.

How do Non-Player Characters Work? Just like player characters. They all have Features and Awkwardness, and some even have Names! Non-Player Characters with Panties of Legend also have Powers, Panty Power and Max Panty Power scores, etc.

How Do You Resolve Conflicts if You Can't Kill or Maim Your Rivals? You can force your Rivals to do things, or defeat them so that you can do what you want. You can incapacitate a Rival temporarily by forcing a Panty Shot. If you really want to do away with a Rival, you'll have to make their panties explode, which will probably require building up their Awkwardness first.

How Does Multi-Session Play Work? Every session, Panty Power and Max Panty Power carry over from last session, but Awkwardness resets to 1. For long-term play, you can Cool Your Panties and lose as much Panty Power as you want between stories (about 2-3 sessions).

How Does the Game End? Unlike other roleplaying games, **Panties of Legend** can have a definitive ending. If someone rolls a Rampage on the panty explosion table and then defeats the rest of the party in the next scene, the group gets a Bad End. Everyone loses a million points. If your PC is the only one with Panty Power above 0 when a session ends, your Big Dream comes true and the campaign ends. You score a Triple Wicket and move on to the playoffs. Otherwise, the campaign continues until everyone decides to go back to **D&D**.

What if NONE of the PC's Have Panty Power When a Session Ends? See the forthcoming supplement, **Total Panty Kill**.